The Perfect General

TM

3DO

the Perfect General

3DO

For use with 3DO™ systems

"Do you know what my *mommy* used to
say, Commander Alexander Winston?"
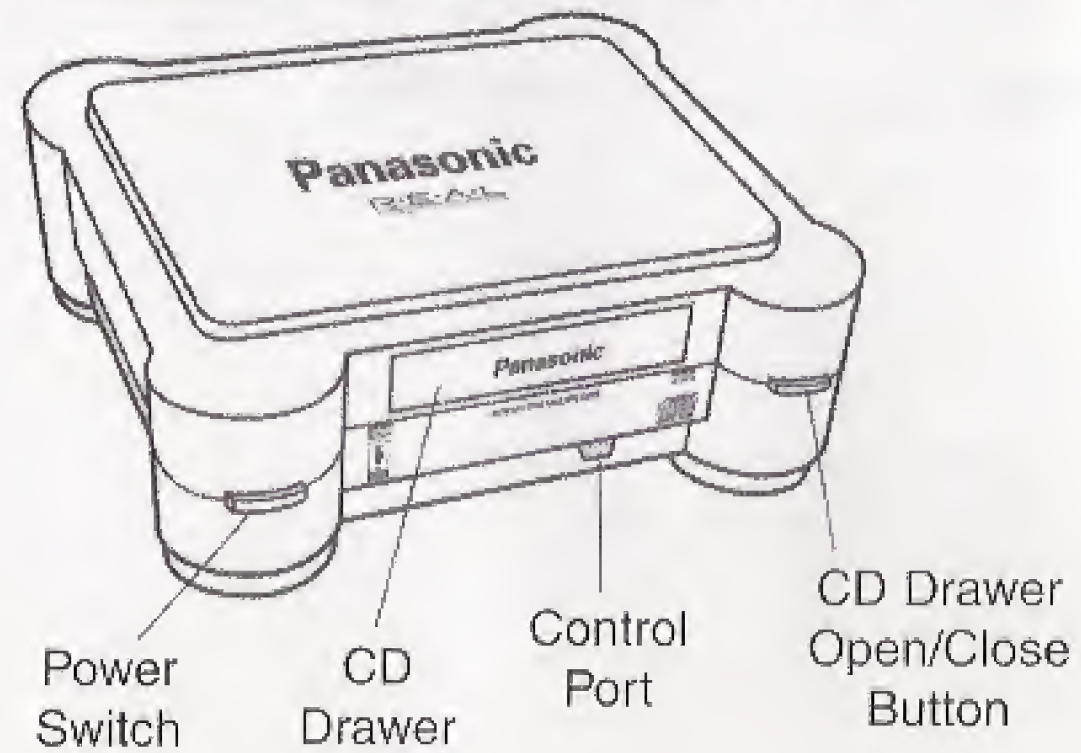*-General Sergio Jackson*

CONTENTS

SETTING UP

1. Set up your 3DO system and plug your controller into the control port.

2. Press the power switch to turn the unit ON.

3. Press the Open/Close button to open the CD drawer. Place the game CD into the drawer, label side up, and then press the button again to close the drawer.

4. Press the X button on the controller to start

Power Switch   CD Drawer   Control Port   CD Drawer Open/Close Button

Button Controls

Left Shift - Recon Map

Right Shift - Select Target

C Button - Next Unit

Direction Pad - Cursor Control

P Button - Unit action Finished this Phase

B Button - Selection Menu

X (Stop) Button - Skip or Exit Video

A Button - Choose Selection & Return Fire
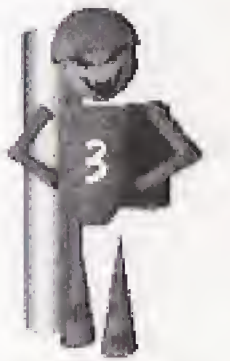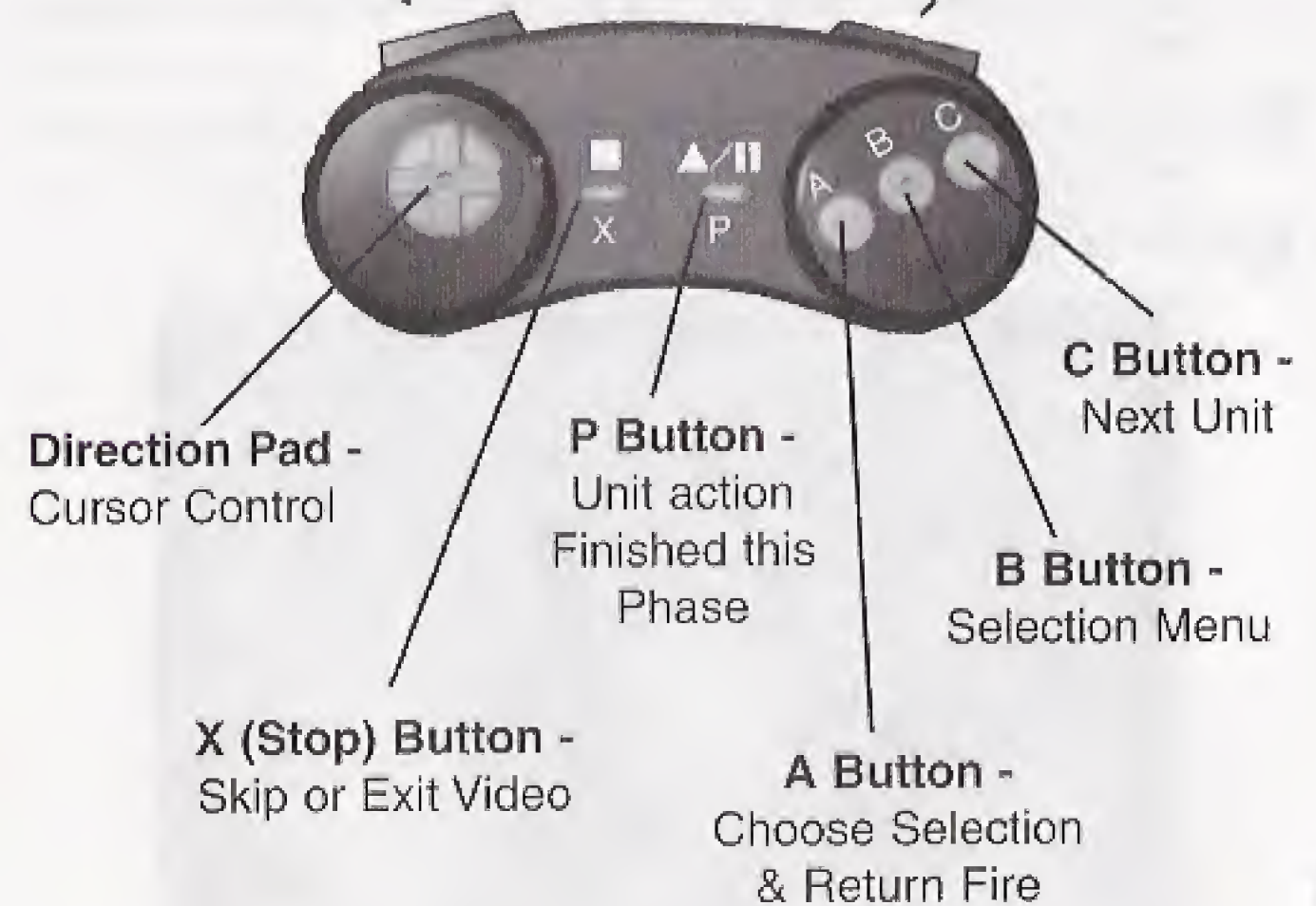
MAIN MENU

(A) Campaign Mode - (Story Mode)

Play the role of *General Alexander T. Winston.* His mission, to liberate and protect the 3 countries of Canolia, Marapos, and Dominia. Rival Generals will try to defeat you. Can you help Alexander be the Perfect General?

(B) Tournament Mode - Play one on one with the computer or a friend!

Challenge Generals Alexander, Sergio, or Ghengis.

(C) Bonus Game - Multi-player action game.
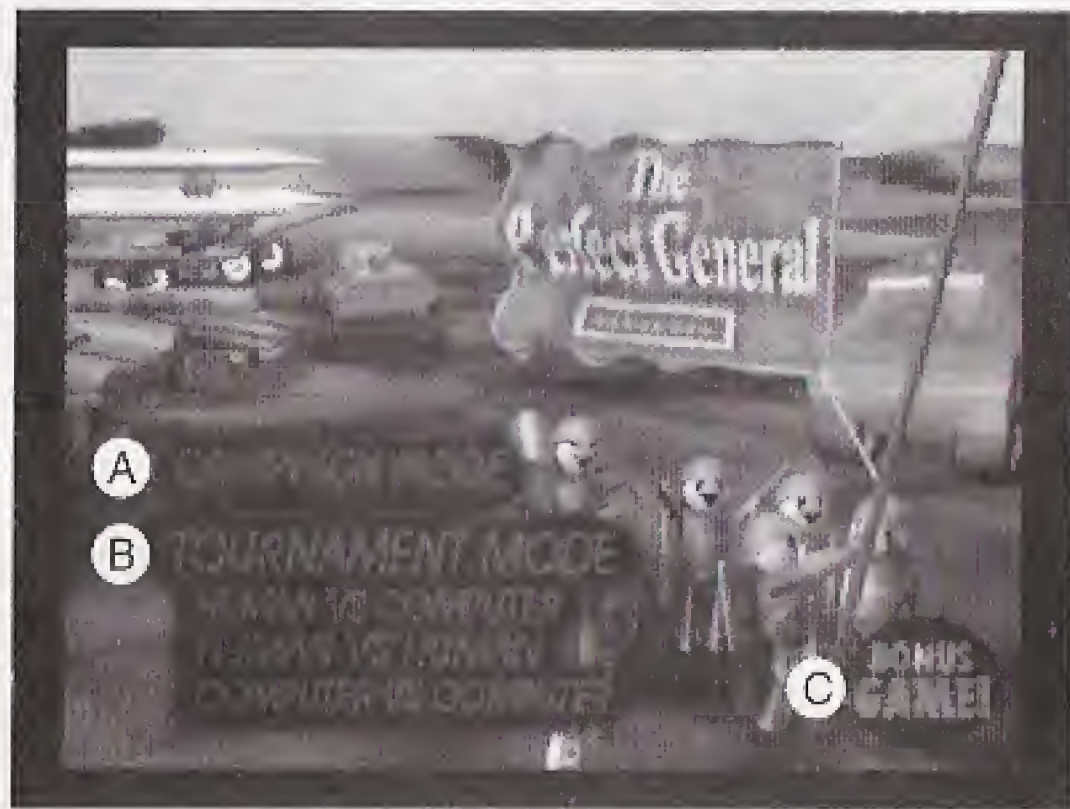
Campaign Mode
Saved Game Menu

At this menu choose one of three save files to save your progress in. Your score, levels, and failures are recorded each time you play.

Quit = Go back to main menu

Erase = Erase File

Play = Play scenario starting from last save point.

Campaign Mode
Strike File and Mission Menu

#1.) The strike file tells which scenario you are playing. There are three scenarios: Canolia, Marapos, and Dominia.
#2.) There are five missions per scenario.
A.) Video Display
B.) Mission Map Display
C.) VIDEO= Play video again.   **OK**= Start Your Mission!
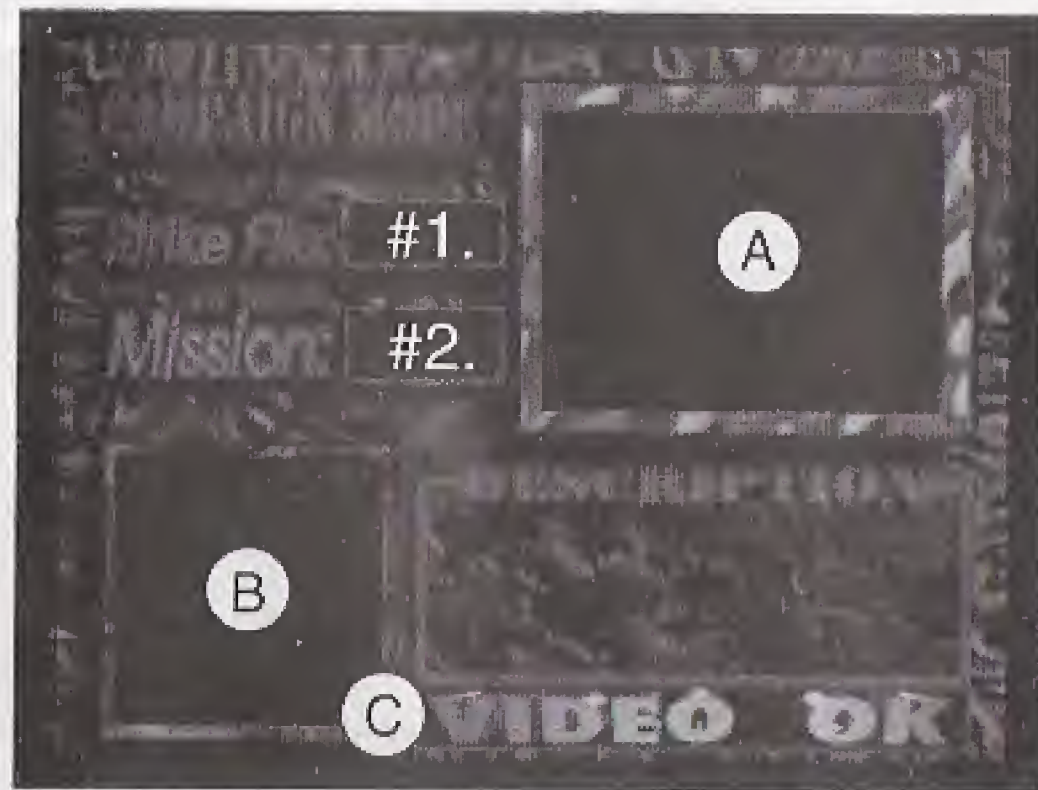
Campaign Mode
Mission Map Menu

The Mission Map shows the order of the battles you must fight in order to win. Once you win a map it will be marked as finished. You can play a finished map again for fun by re-selecting with the Directional control pad. You will not be allowed to play new maps out of order.

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Tournament Mode
Tournament Options Menu

The **Tournament Options Menu** allows you to configure the parameters of the game.

Tournament Mode
Tournament Options Menu cont.
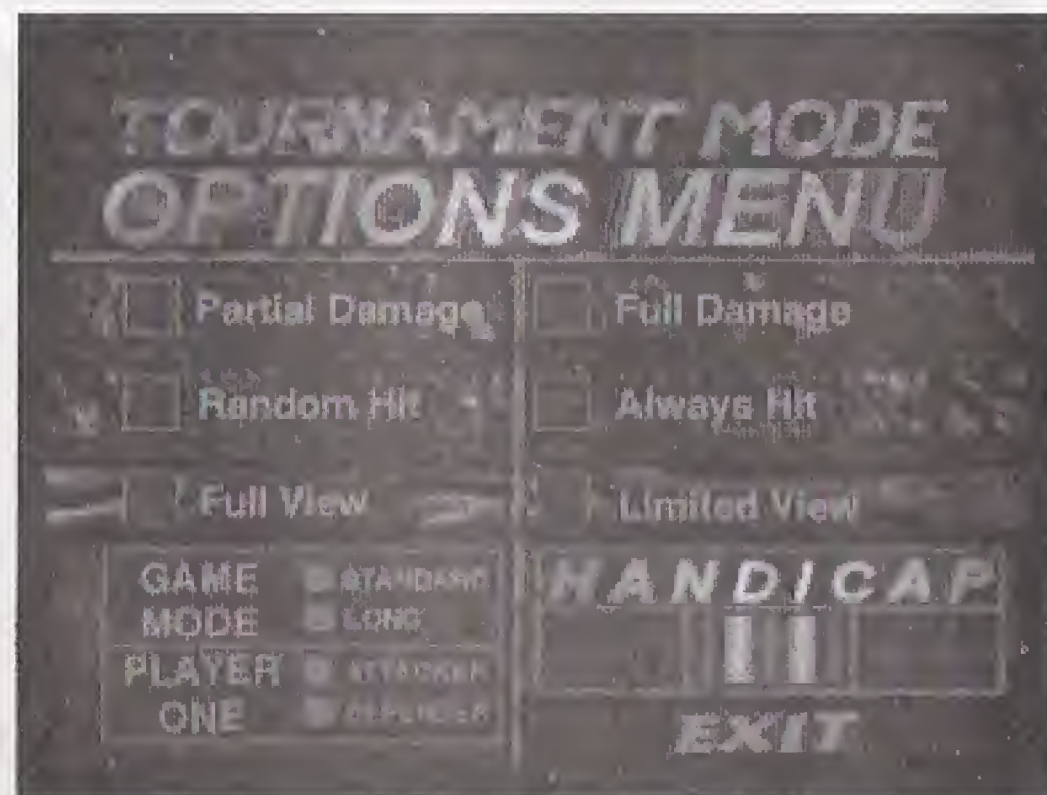
1) Partial damage and Full damage
   - Partial damage means units can survive multiple hits
   - Full damage means one hit will destroy a unit
2) Random hit and Always hit
   - Random hit means units will not always hit their targets
   - Always hit means that units will never miss their target
3) Full view and Limited view
   - Full view means that all units will be displayed on screen even if they are hiding in forests or behind cities.
   - Limited view means that units hiding in forest or behind mountains/cities/forts will not be seen from far away
4) Game mode determines the game length
5) Player one control sets player one as attacker, defender, or both.
6) Handicap
   - This controls how much money will be divided between player one and player two.
   This means one player will receive extra money while another player will receive less money.

Tournament Mode
Choose Your Opponent Menu

When you enter into tournament mode, you are allowed to choose one out of three opponents. Pick between Alexander, Sergio, or the ruthless Ghengis. Each one of your opponents represent a difficulty level ranging from easy to hard.

Tournament Mode
Map Selection Menu

A.) Choose from the selection of tournament maps to play.

B.) This is a recon photo view of the selected map.

C.) Gives a description of playability
   - Turns
   - Weather
   - Key locations
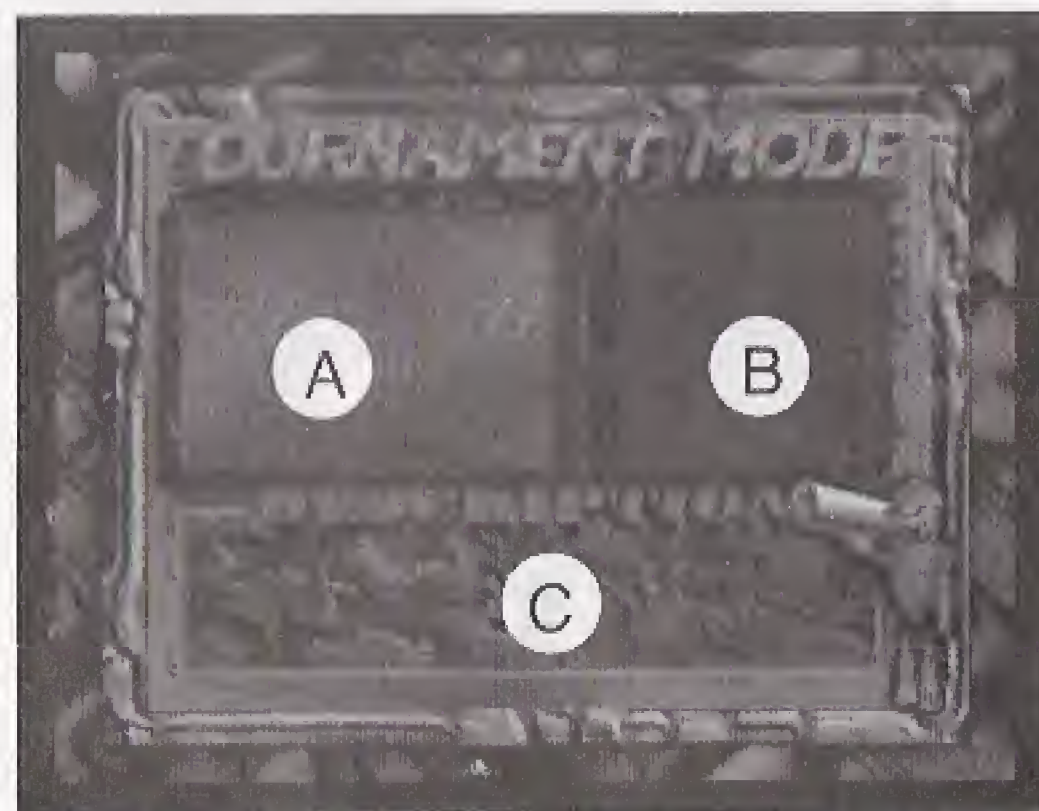
Don't forget to press left shift to view large recon map.

Weapons Selection Menu

A. Weapon select

-To purchase an item, press right on the (D) pad. To sell back an item, press left on the (D) pad. Press B button to take a better look at the unit you are purchasing.
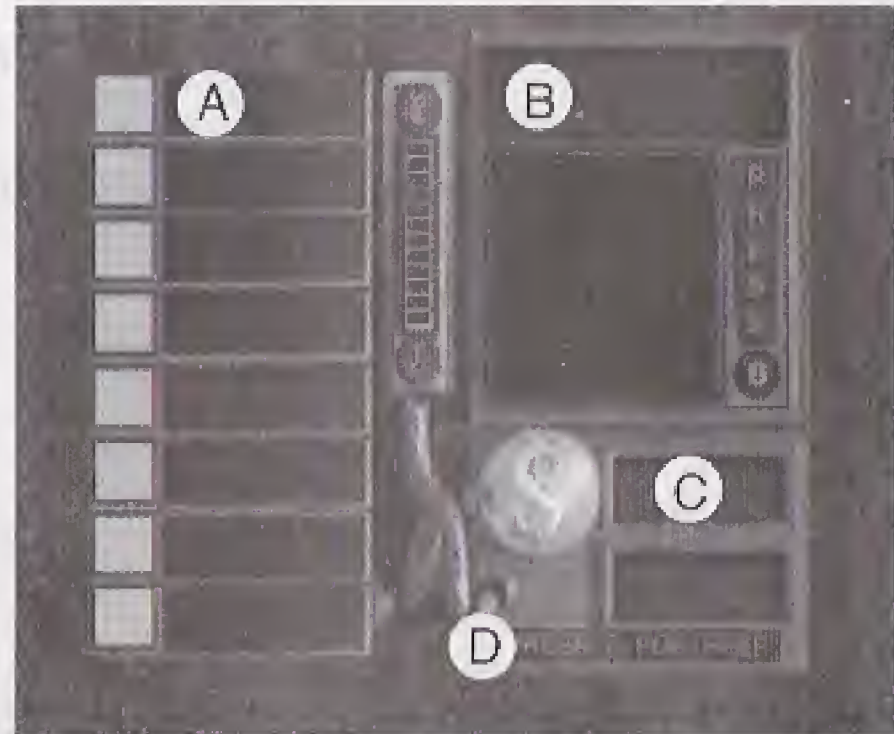
B. Indicates player or attacker/defender.

C. This indicates how much money you have left to spend.

D. Help screen.

After you have finished purchasing your weapons, you can continue by selecting the last line and "Press A".

Don't forget to press left shift to view large recon map.

Help Screen

The help screen will give you a brief description of the controls to the Perfect General Plus.
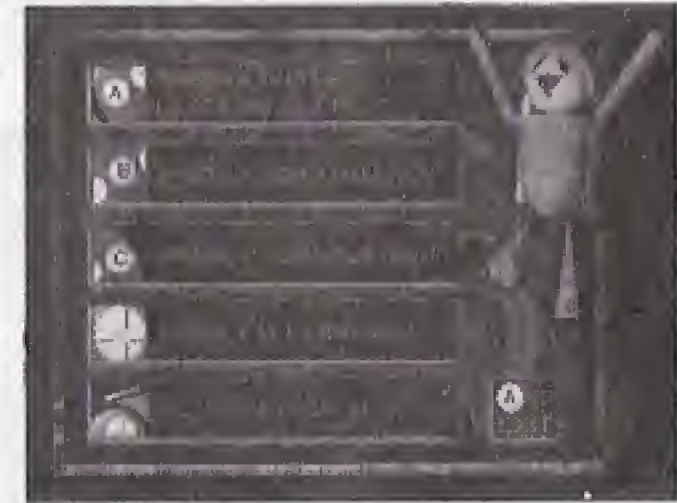
Ranks:

Second Lt.	=You STINK!
First Lieutenant	=You still STINK!
Captain	=Moving there...
Major	=Getting better...
Lt. Colonel	=Doing good!
Colonel	=You're so smart!
Brigade General	=Genius!
Major General	=Super Genius!
Lt. General	=You're too good.
Perfect General	=You're a God!

Heads-Up Display
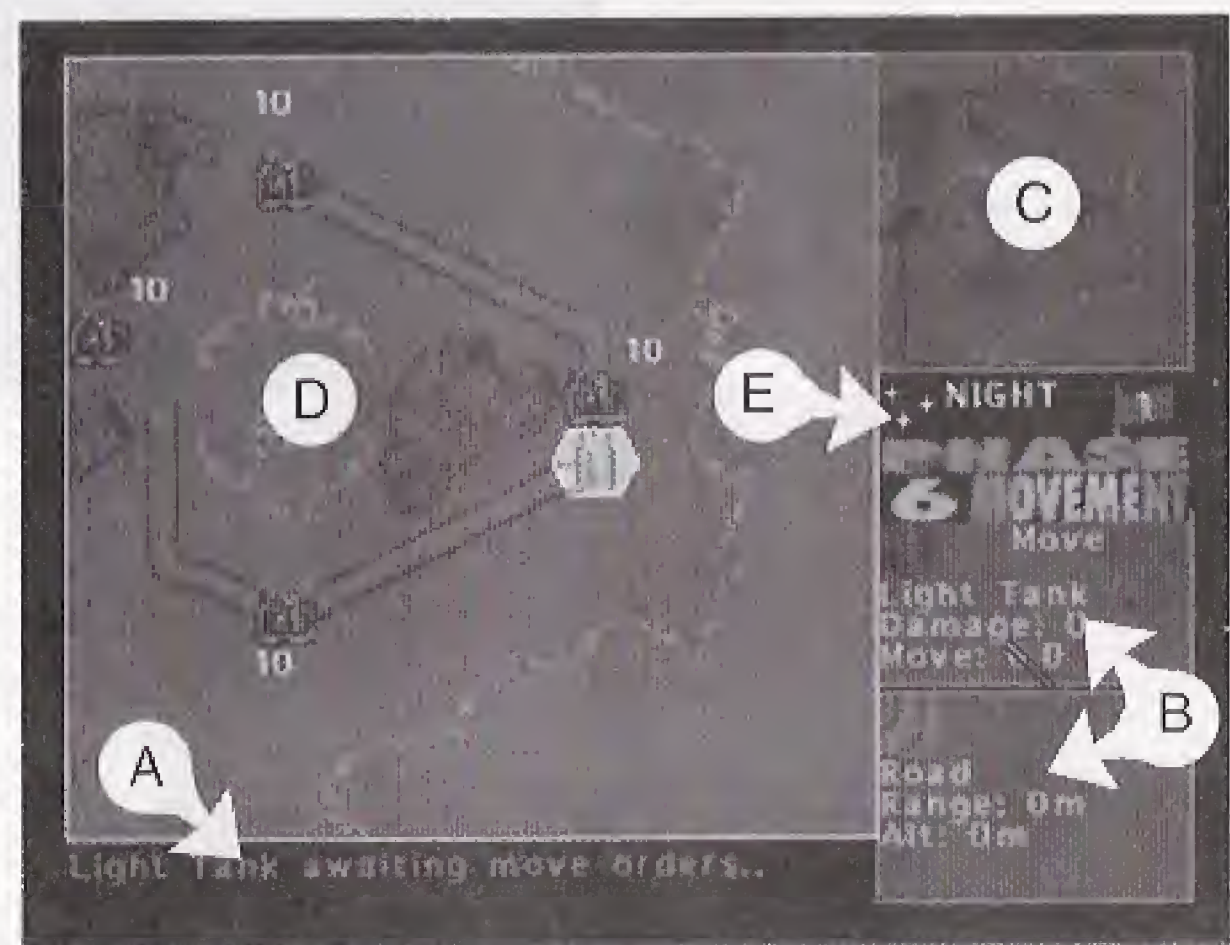
A). Message Bar
B). Information Display
C). Recon Map
D). Battle Field
E). Weather /Phase/ Turn

Information Display

A   B
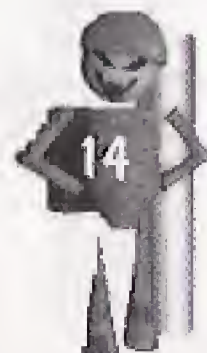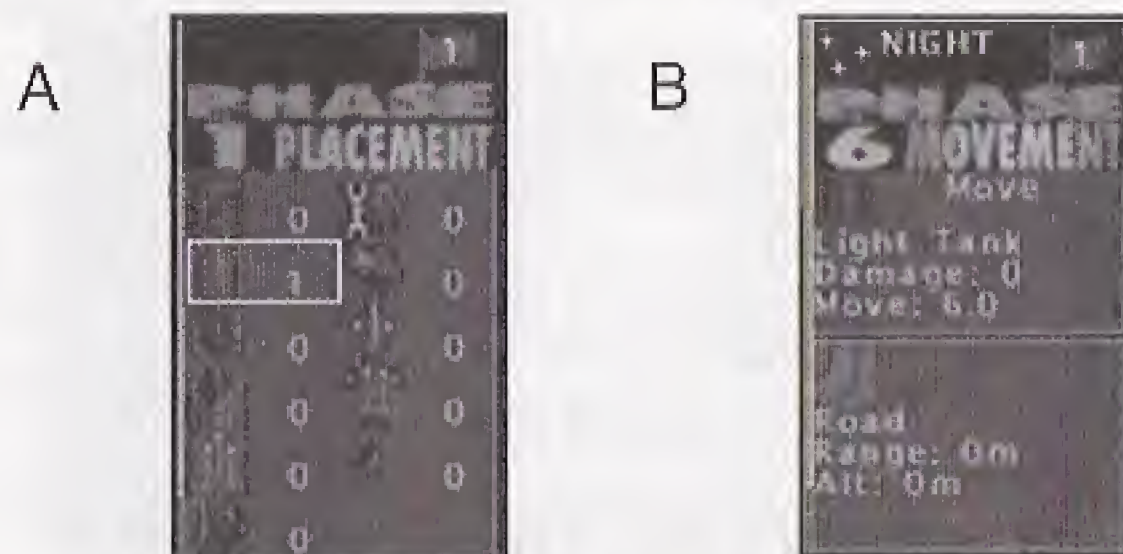
The **Information Display** can give you helpful information during the heat of battle.

A. **The Placement display**
-shows what and how many units you have purchased

B. **The Battle status**
-*Upper Window* (your status): shows your selected unit; loaded transport; damage; hit damage; or movement points during certain phases
-*Lower Window* (status of selected unit or terrain): shows selected/targeted unit; terrain; range; altitude; or probability of hit during certain phases

Phase 1. Placement

-During the **placement** phase, you are allowed to set your purchased items within the *highlighted* regions only.

Press **R** or **C** to cycle through your pieces
Press **A** to set piece in selected area
To undo a placement, select the unit that was placed and press **A**

### Phase 2, 3 & 4. Artillery Plot & fire

-If you purchased any type of artillery, then you will be able to select an area within the highlighted region for your artillery to fire. Mobile artillery occurs immediately. Other forms of artillery are delayed by one turn.

Phase 5. Direct Fire

-During this phase, you are allowed to fire directly at the enemy. If some of your units have not fired and your phase is over, you are allowed to return fire by keeping the **A** button pressed down.

Press **R** to cycle through possible targets
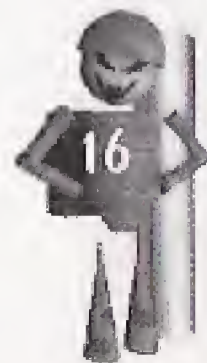
Phase 6. Movement

-Once all units have surpassed direct fire, you move into the **Movement Phase.** This is where you are allowed to move your pieces depending on how many **move** points you have. On regular terrain, each movement point specifies a hex. On road, each movement point is multiplied by 2. Through other terrain, it is cut in half.

Units that have not fired are able to be transported (units that can be transported: refer to **Description of Units**).

*To transport a unit
(refer to Description of Units for units that can transport)
Move the selected unit onto a unit that you want to transport
Press B button, then select "Load Transported Unit"

*To unload a transported unit
Press B button, then select "Unload Transported Unit"

*Passing Fire
If your unit has not fired yet, keep button A pressed to do a *Passing Fire* during your opponents movement phase.

Phases of Battle

Movement (cont.)

-Press C button to skip movement orders for unit
-Press Play button to ignore unit
-To select a unit (this would include units ignored or units on sentry duty), press B button to access **movement orders** and select "Select Unit"

*Movement Orders

accessed by pressing B button
Movement Orders gives you the full command from putting someone on sentry duty to ordering an engineer to build mines.

*Sentry Duty

Will put the unit on guard duty. Your unit will be ignored until the unit is "Selected".
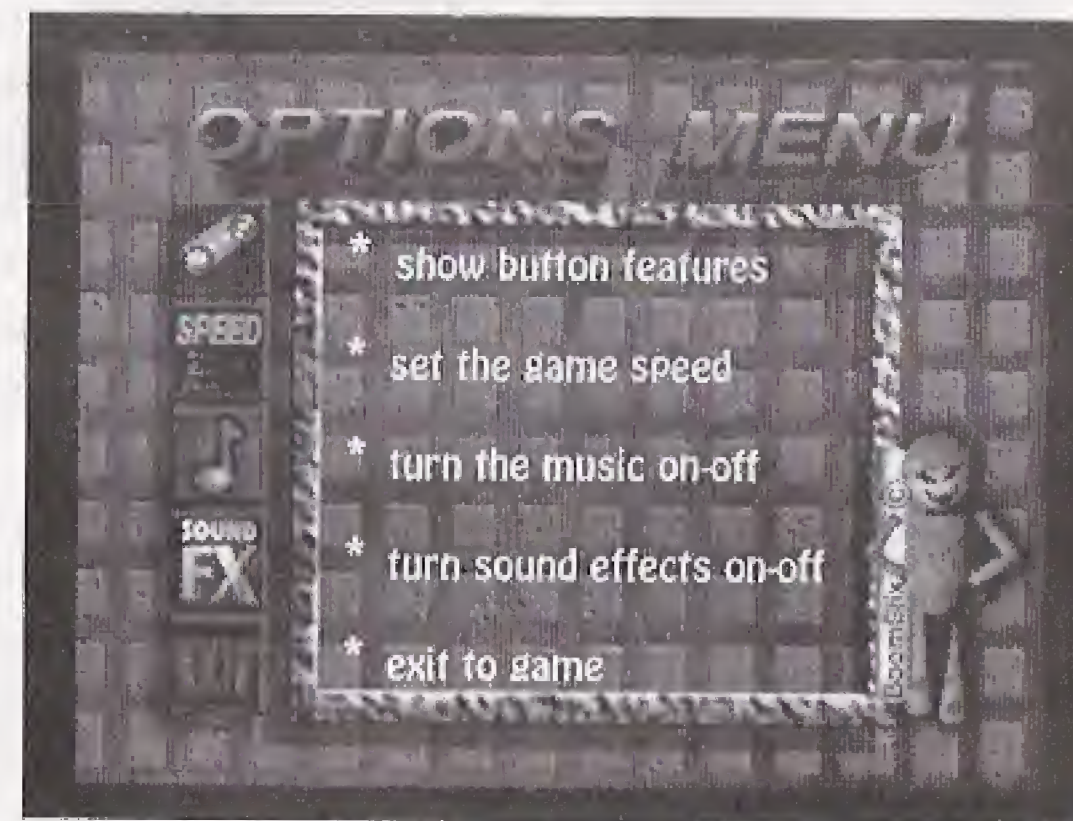
Phase 7. Direct Fire *(a second time)*

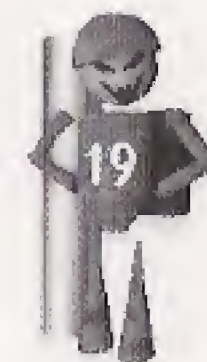*Phase 8.* Score is the last phase to each turn. After each turn, the Score is listed.
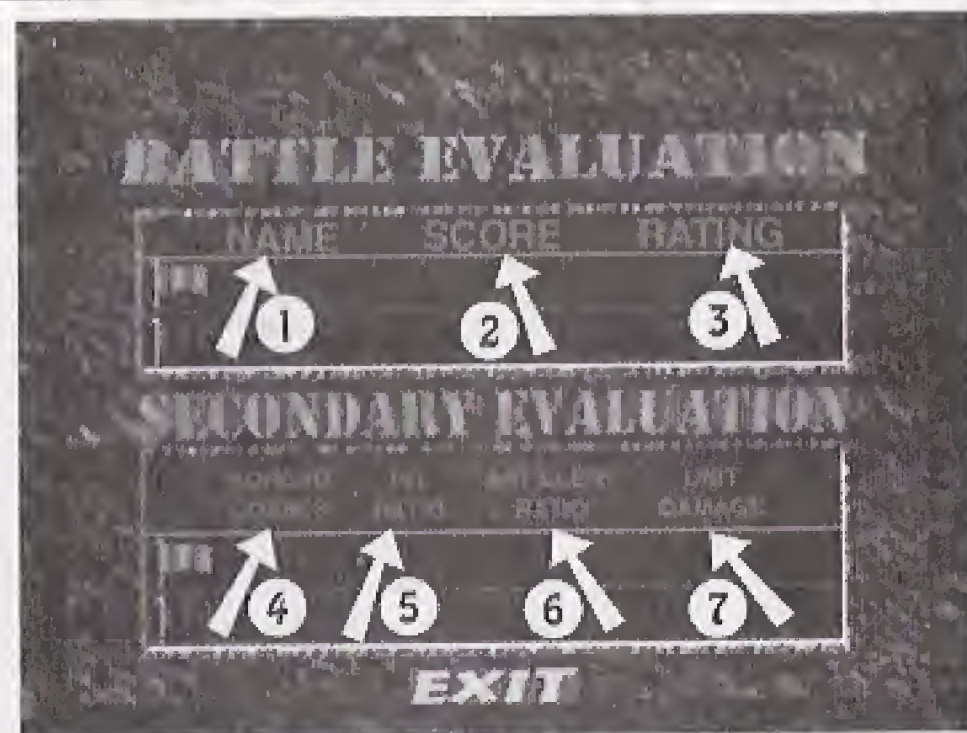
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OPTIONS MENU

Press B button and select **Help/options** to enter this menu when playing the game.

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Battle Evaluation

Battle Evaluation: Score Board of last Battle
  #1. Name of player
  #2. Score of last game played
  #3. Your rank- see page 13 for order
  #4. Unit losses in dollars
  #5. Unit hit accuracy
  #6. Artillery Ratio
  #7. Unit damage
(note: **Match Evaluation** shows scores from 1st and
2nd round and Total Score)

Victory Point System

The Perfect General Plus score system is based on victory
points. To obtain victory points, you must occupy a city or
town for that turn. How much points you get
is dependent on how much the city is worth
(you can turn **Victory Points** on to see how
much they are worth by pressing B button
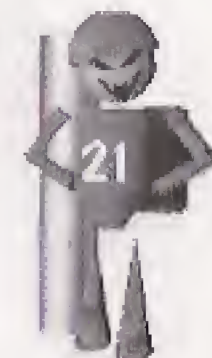and selecting *Victory Points On* during
game play).

To obtain more points, spread your units out and occupy cities
or towns. Certain missions will require you to obtain more
VP's (victory points) than your opponent.

Factory

Factories produce
weapons. If you occupy a
factory, then you will be
given the option to pur-
chase new units which will
aid you in your mission.

Description of Units

Light Tank **Cost:** $6 **Move Pts:** 6 units

ID: LT
Attack Power: 3
(Damage inflicted on enemy)
Defense Power: 6
(Damage it can sustain)

Can transport other units
(Can carry IN, BZ, EN, or artillery)

Medium Tank **Cost:** $8 **Move Pts:** 5 units

ID: MT
Attack Power: 4
(Damage inflicted on enemy)
Defense Power: 8
(Damage it can sustain)

Can transport other units
(Can carry IN, BZ, EN, or artillery)

Description of Units

Heavy tank **Cost:** $12 **Move Pts:** 4 units

ID: HT
Attack Power: 6
(Damage inflicted on enemy)
Defense Power: 15
(Damage it can sustain)

Can transport other units
(Can carry IN, BZ, EN, or artillery)

Mobile Artillery **Cost:** $14 **Move Pts:** 4 units
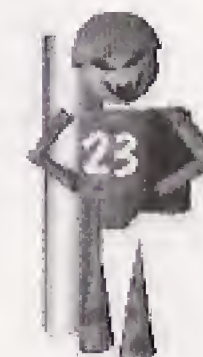
ID: MA
Attack Power: 6
(Damage inflicted on enemy)
Defense Power: 6
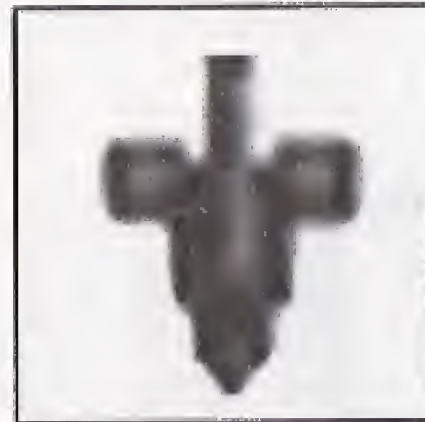*(Damage it can sustain)*
Bombardment: 26

Description of Units

Light Artillery   **Cost:** $6   **Move Pts:** 0 units

ID: LA
Attack Power: 6
(Damage inflicted on enemy)
Defense Power: 1
(Damage it can sustain)
Bombardment: 11

Can be transported
*(Can be carried by **AC, LT, MT, HT,**)*

Heavy Artillery   **Cost:** $20   **Move Pts:** 0 units

ID: HA
Attack Power: 6
(Damage inflicted on enemy)
Defense Power: 1
(Damage it can sustain)
Bombardment: 13

Can be transported
*(Can be carried by **AC, LT, MT, HT,**)*

Description of Units

Armored Car   **Cost:** $5   **Move Pts:** 9 units

ID: AC
Attack Power: 2
(Damage inflicted on enemy)
Defense Power: 3
(Damage it can sustain)

Can transport other units
*(Can carry **IN, BZ, EN,** or artillery)*

Infantry   **Cost:** $1   **Move Pts:** 1 units

ID: IN
Attack Power: 2
(Damage inflicted on enemy)
Defense Power: 4
(Damage it can sustain)

Can be transported
*(Can be carried by **AC, LT, MT, HT,**)*

Description of Units

Bazooka

Cost: $3   **Move Pts:** 1 unit

ID: BZ
Attack Power: 3
(Damage inflicted on enemy)
Defense Power: 4
(Damage it can sustain)

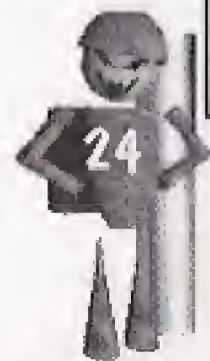Can be transported
*(Can be carried by **AC, LT, MT, HT,**)*

Engineer

Cost: $5   **Move Pts:** 2 units

ID: EN
Attack Power: 2
(Damage inflicted on enemy)
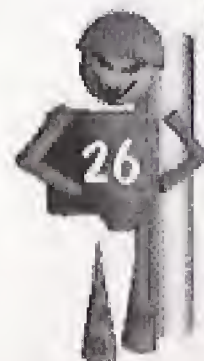**Defense Power:**   4
(Damage it can sustain)
          Abilities: Build / disarm mine field
                            Build / destroy bridges
Can be transported
*(Can be carried by **AC, LT, MT, HT,**)*

Attack Range

ID	AC	LT	MT	HT	Other	Bombardment
AC	6	3	1	–	6	–
LT	8	6	4	2	8	–
MT	10	8	6	5	10	–
HT	13	11	8	6	13	–
MA	13	11	8	6	13	11
LA	13	11	8	6	13	13
HA	13	11	8	6	13	26
IN	1	1	1	1	5	–
BZ	8	3	4	2	8	–
EN	1	1	1	1	5	–
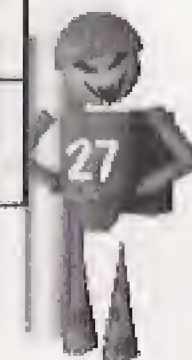
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Epilepsy

A very small percentage of people may experience epileptic seizures when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing video games. If you, or anyone in your family, has an epilepsy condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.**
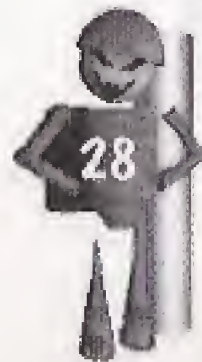
Hints and Tips

Tip #1 - **Ramming Speed.** A favorite of ours, is to call out "DIE FOR YOUR COUNTRY" and send in your unit for a Kamekazi run.
The unit you send must not have fired during the firing phase. Then, during the movement phase move it on >TOP< of an enemy unit. You will either kill or be killed. Regardless the enemy unit will be hurt badlly.

Tip #2 - **Barrage** By using the heavy and light artilleries, you can send a shower of missles on any selected area within range of your artillery units. These "showers" last for an entire turn and make the selected area unsafe to enter.

Tip #3 - All characters in The Perfect General are fictional characters. No live ammunition or pizza boys were injured in the making of The Perfect General. It is currently illegal to take your vehicle and run things over, so please, do not attempt any Perfect General acts because The Perfect General is not real.